

SONIC

THE COMIC

AT FULL
BLAST!



NEW
STORY

**HEAD
IN THE
CLOUDS!**

**SONIC 3
Q ZONE**

**HOW TO BEAT THE
BOSSSES!**

**SATURN REVIEWS -
DISCWORLD!
VIRTUA FIGHTER KIDS!**

**GRABBER BADNIK
PIN-UP!**

PLUS DECAP ATTACK, CAPTAIN PLUNDER & MORE!

£1.20 • No 92
10 DECEMBER 1996
EVERY FORTNIGHT

3
STC
Archives

UK's OFFICIAL SEGA COMIC

CONTROL



Hey, Boomers.

STC's almost in festive mode, but before we count-down to Crimbo, allow me to reveal what's in this issue...

Sonic and Charmy Bee find themselves under attack by Vesper and his Wasp Marauders in the final part of The Hive. Proctor Speckle is causing Captain Plunder major grief since going overboard in Shanghaied.

Doctor Robotnik is still scheming to launch more trouble in *Head in the Clouds*, and mad Mick C McTosis produces another shock for Decap Attack fans in *The Legend of Mr Cuddle Bunny*.

Plus, there's the usual goodies, including two Saturn reviews, the Sonic 3 Q Zone reaches the "How to beat the bad Boss" stage, and last but not least, there's a Grabber Badnik Pin-up!

See you all in a fortnight Boomers, when *STC* orbits into a festive-type atmosphere.

মেও ১৯৩৮

COOL PATCH COMPS WINNERS!

The following 80 Boomers, as hand picked by Megadroid, completed the saying which was sent to tease you back in STC 83's Cool Patch Compe...

"A stitch in time saves
nine".

Stephen Bell, Glasgow.
Scotland.
Andrew Belfer, Glasgow,
Scotland.
Alex Belverstone, South
Sunderland, Essex.
Nick Booth, Rayham,
Lancashire.
Scott Bond, Laidmanbe, Devon.
Jason Bruce, Scarborough,
N. Yorkshire.
Karl Bruchan, Basingstoke,
Hants.
Andrew Burton, Barnstaple,
Somerset.
Paul Byrne, Glynn, Argyllshire,
Scotland.
Orson Callaghan, Brix
Gill-Ride, Scotland.
Adam Larkin, Milton Keynes.
Ian Champ, Weymouth.
Robert Cooper, Belfast,
N. Ireland.

[illegible]

Mike Taitler, Longmont, Colo.
 Steve Kucharski, Denver
 Graham Vincent, Westbury, Mass.
 John Dwyer, Irvine, Calif.
 Robert Taylor, Irvine, Calif.
 Robert Smith, Raleigh, N.C.
 Brian Spencer, Irvine, Scotland
 Philip Davies, Adley, Wexham
 Andrew Smith, Leam, London
 Philip Taylor, Longmont, Colorado
 Paul Taylor, Ipswich, Scotland
 James Watt, Irvine in Exile
 Oliver Galt, Irvine in Exile
 Thomas Wake, Belfast, Scotland
 James Watt, Leam, London
 David Smith, Leam, London
 Glen Whelan, Bampton, Leamington
 Benjamin Watt, Leamington
 Thomas Smith, Southampton
 Tony Smith, Glasgow, Scotland
 William Wattson, Oxford, S. Yorkshire
 James Wattson, Austin, Ireland
 Andrew Wattson, Leamington
 Alexander Wattson, Leamington
 Alexander Wattson, Leamington
 Alexander Wattson, Leamington

Well done to the
aforementioned who
each win a **Sonic 2
Jacket Patch**



COMPILED BY
||| CHART TRACK |||
ChartTrack
© ELSPA

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- | | | |
|----|-----|------------------------|
| 1 | ↑ | ROAD RASH 2 |
| 2 | ↑ | DESERT STRIKE |
| 3 | NEW | LOTUS TURBO CHALLENGE |
| 4 | ↓ | FIFA SOCCER '96 |
| 5 | ↑ | TOY STORY |
| 6 | ↓ | MICRO MACHINES 2 |
| 7 | ↓ | SONIC AND KNUCKLES |
| 8 | ↓ | WORMS |
| 9 | ↓ | BRIAN LARA CRICKET '96 |
| 10 | NEW | DISNEY COLLECTION |

SATURN

- 1 ↑ EXHUMED
- 2 ↓ NIGHTS
- 3 ↑ ATHLETE KINGS
- 4 ↓ ALIEN TRILOGY
- 5 ● DESTRUCTION DERBY
- 6 ● SEGA RALLY
- 7 ↑ VIRTUA FIGHTER 2
- 8 NEW ↓ SPACE HULK VOTEA
- 9 ↓ VIRTUA COP
- 10 BE FIFA SOCCER '96

MEGA-CD

- | | | |
|----|----|----------------------|
| 1 | ● | BRUTAL: PAWS OF FURY |
| 2 | ↑ | TOMCAT ALLEY |
| 3 | ↑ | SOULSTAR |
| 4 | RE | ROAD AVENGER |
| 5 | RE | SILPHEED |
| 6 | RE | SONIC CD |
| 7 | RE | POWERMONGER |
| 8 | ↓ | B.C. RACERS |
| 9 | ↓ | THUNDERHAWK |
| 10 | ● | EARTHWORM JIM |

GAME GEAR

- 1 RE MICRO MACHINES 2
- 2 RE DYNAMITE HEADDY
- 3 RE SONIC THE HEDGEHOG
- 4 ↓ COLUMNS
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE THE LION KING
- 7 RE TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ SONIC THE HEDGEHOG 2
- 9 ↓ SONIC: TRIPLE TROUBLE
- 10 ↓ STAR TREK: GENERATIONS

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- ♦ CONSULTANT: Richard Burton

SONIC

THE HEDGEHOG

The Hive

PAGE 1

Script: NIGEL KITCHING
Art: ROBERTO CORONA
Colouring: STEVE WHITE
Lettering: TOM FRANK

CHARMY BEE HAS BEEN CALLED BACK TO THE HIVE TO FACE HIS MOTHER, THE QUEEN.

BUT BEFORE THE QUEEN CAN FINISH TELLING OFF HER SON...

YOUR MAJESTY, IT'S VESPER AND HIS WASP MARAUDERS... THEY'RE ATTACKING THE HIVE!

ATTACK!
ATTACK!

NOW WE'VE CAUGHT THEM OFF-GUARD, NOTHING CAN STOP US FROM INVADING THE HIVE!

THE INCREDIBLE WEALTH OF THE BEES WILL SOON BELONG TO ME!

I'LL BE THE RICHEST PERSON IN THE SPECIAL ZONE!



IT'S HOPELESS.
THERE ARE TOO
MANY OF THEM!

FIGHT ON!
IT'S OUR DUTY
TO PROTECT THE
HIVE!



FOOLS. YOU BEES
ARE NO MATCH FOR THE
WASP MARAUDERS!



IT'S NO USE!
FALL BACK MEN.
WE'LL REGROUP AT
THE FAR END OF
THE TUNNEL!



IF WE CAN'T
STOP THEM
THERE, THE
HIVE IS LOST!

THIS IS IT.
THE HIVE IS AT
OUR MERCY!

AND WE
DON'T HAVE
ANY MERCY!

YOUR MAJESTY,
I BRING GRAVE NEWS
FROM THE BATTLE!

TELL ME
THE WORST,
CAPTAIN!

THE WASPS ARE
INSIDE THE NIVE!

WE ARE HOLDING THE MAIN WASP
ARMY AT BAY, BUT VESPER AND A
FEW OF HIS MEN HAVE ALREADY
BROKEN THROUGH!

YOUR
MAJESTY,
YOU MUST
LEAVE...
AT ONCE!

LEAVE
THE NIVE?
NEVER!

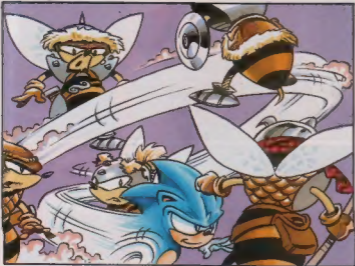
HE'S RIGHT...
THIS IS THE FIRST
PLACE VESPER WILL
HEAD FOR!

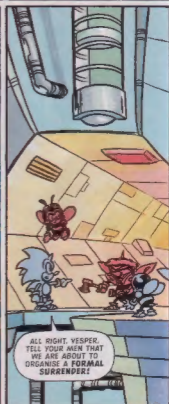
TOO LATE, QUEENIE...
THE NIVE HAS A
NEW RULER!

VESPER, HERE IN
THE THRONE ROOM,
UNTHINKABLE!

THERE'S NOTHING WE
CAN DO, JUST LOOK AT THE
WEAPONS THEY HAVE...
OH, DIDDY-DEARY ME!

WEAPONS?







YOU HAVE MADE THE RIGHT DECISION... PERHAPS WE WILL GO EASY ON YOU, ALTHOUGH I WOULDN'T COUNT ON IT!

ER, ANY SIGN OF A PLAN YET, SONIC?



A PLAN? SURE I HAVE A PLAN!

EVERYONE GRAB HOLD OF SOMETHING!



WHAT'S HE UP TO?

JUST DO AS HE SAYS, YESSIR-BOB!



HUH, WHERE'S THAT WIND COMING FROM?



AAAAAAGH!

IT'S A HURRICANE... BUT THAT'S IMPOSSIBLE!



IF THIS DOESN'T WORK, WE'RE GOING TO HAVE A NIVE FULL OF VERY ANGRY WASPS!

YAAAAA!

AAAAAAACH!

SEAL THAT
TUNNEL OFF BEFORE
THE WASPS HAVE A
CHANCE TO REGROUP!

YOU BET, SONIC!
THOSE WASPS
WON'T CATCH US
OFF-GUARD A
SECOND TIME!

AND SO, ONCE THE
HIVE HAS BEEN
MADE SECURE...

WELL, YOUR MAJESTY,
IT'S BEEN FUN BUT I
THINK I SHOULD BE
RUNNING ALONG NOW!

COME BACK WHENEVER
YOU WISH, SONIC. YOU WILL
ALWAYS BE WELCOME
IN THE HIVE!

AND YOU, MY BOY, WILL STAY
HERE AND CARRY OUT YOUR
PRINCIPAL DUTIES!

MOM, YOU KNOW THE
TRADITION THAT SAYS IF
AN OUTSIDER SAVES THE
HIVE, HE MAY ASK FOR
WHATEVER HE WANTS?

HE'S RIGHT.
THAT IS THE LAW,
YOUR MAJESTY!

CHARMY, DON'T EVER TELL CHAOTIX
THAT I ASKED THE QUEEN TO ALLOW
YOU TO COME BACK WITH ME!

WHY,
BECAUSE
YOU'RE TOO
MODEST?

NO, BECAUSE IF THEY
FIND OUT, THEY'LL
PROBABLY KILL ME!

NEXT ISSUE: A CHRISTMAS WISH!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YANKEEVILLE

40-70 = NORMALSVILLE
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

DISCWORLD

Reviewed by Chris Jones.

GAME TYPE: ADVENTURE
PLAYERS: 1

PUBLISHER: PSYGNOSIS
PRICE: £39.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL

A cosmic turtle, giant dragons, warlocks, wizards and a walking suitcase! These mystical and weird characters come straight from the far out imagination of writer, Terry Pratchett. The quirky, off beat characters that fill the pages of *Discworld's* series of books have a huge following, and now they've been brought to life for your Sega Saturn.

Discworld is the first licensed adventure game for the Saturn system. It follows the point and click format like the famous adventure game, *Monkey Island*.

The game takes place in a sealed dome universe which is balanced on the back of a cosmic turtle! You take the role of Rincewind, an apprentice wizard from the so-called Unseen University in the city of Ankh-Morpak. All you have to do is save the city from a giant dragon. However, your quest is not an easy one as there are puzzles and riddles to solve.

The game is spread over four Acts with each one presenting many problems that need to be conquered. For instance, how do you get the staff or get hold of the gold tooth from the Dunnyman? To complete this game you need to interact with a lot of different characters, such as a chimney sweep, a thief, a fishmonger and a fool. These characters have familiar voices in that famous actors have supplied them; Tony Robinson (*Blackadder's* Baldrick) and Eric Idle of Monty Python (ask a hume-oldie) fame are

just two that I recognised.

The graphics on *Discworld* are good but nothing spectacular. If you like point and click

adventures then you will be satisfied with the gameplay. Some of the puzzles need patience and deep thought to solve, but the humorous characters make it easier not to get frustrated with this type of game. It's a good adventure yarn with equally good animation

and speech effects. If you like adventures it will certainly keep you busy.



FINAL COUNTDOWN

RAVES

Great for adventure game lovers.



GRAPHICS 86

SOUND 87

GRAVES

Frustratingly slow.
A problem for beginners.



PLAYABILITY 82

OVERALL 85

VIRTUA FIGHTER KIDS

Reviewed by Chris Jones.



GAME TYPE: BEAT 'EM-UP
PLAYERS: 1-2

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: ALL



Virtua Fighter was the game that helped launch the Saturn. This ace fighting game produced a sequel in *Virtua Fighter 2*, which also shot out of the shops super fast. Now, a young upstart of a game looks set to steal the fighting crown on the Saturn and it is quite literally the younger sibling of these two games.

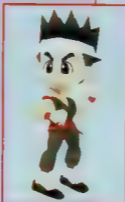
Virtua Fighter Kids comes from the same programming team that brought you the first two games, but it comes with a twist. Using the same three button Guard-Punch-Kick fighting system developed for instinctive gameplay, you get to fight with - kids! These fighters have huge heads but are just as deadly, just as aggressive and just as fun to fight with.

The programmers have made the game 20% faster as well as adding extra features including new music, new sets and excellent-victory celebrations.



For example, when Jeffrey McWid, a pint sized bearded bad man is either selected to fight or wins a contest, his eyes well up with tears! Jeffrey is just one of the ace new VFK characters. Others include, Shun Di who fights like a drunk Kung-Fu master, and Kagemaru, the deadly Ninja with a wicked head-butt drop attack.

The game contains loads



of information on each fighter and because of their gigantic heads, their fighting style has been tweaked accordingly. This 'big-headed factor' affects the balance of each fighter, so their combos must be put together with this in mind.

Virtua Fighter Kids really kicks, its graphics and animation are original and detailed and the gameplay is excellent, improving on previous VF games. This packs a punch that's as big as the heads!

FINAL COUNTDOWN

RAVES

These tricks are fast as lightning!



GRAPHICS 95

SOUND 88

GRAVES

I'm still looking!



PLAYABILITY 45

OVERALL 80

CAPTAIN Plunder SHANGHAIED

Part 2

WHEN CAPTAIN PLUNDER'S PRESS GANG CAPTURED PROCTOR SPECKLE, THEY GOT MORE THAN THEY BARGAINED FOR

HE SPECKLE'S BACK, BUT HE SEEMS DIFFERENT

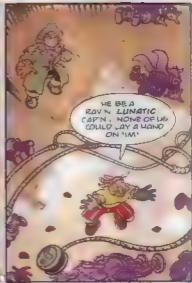
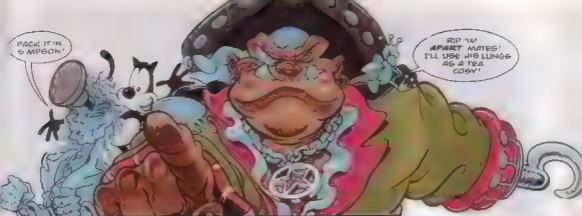
YOU IDIOT, SIMPSON. HE'S TURNED INTO SOME KIND OF MONSTER!

* BY DRINKING HIS TRANSFORMING SERUM - Megadroid

ATTACK
YA SCURVY SWABS
SHOW UH MATE CAPTAIN
PLUNDER'S PRESS ARE
THE MOST FEARED ON
THE HIGH SEAS

YOU
TOO, F.L.C.H. YA
COWARDLY
SEA SLUG!

BUT CAPTAIN
I'M LIKE I KEEP TELLIN'
EE I'M A GHOST YOU KILLED
ME YOURSELF!





I WAS JUST
TENDERISING THE
BLIGHTER!



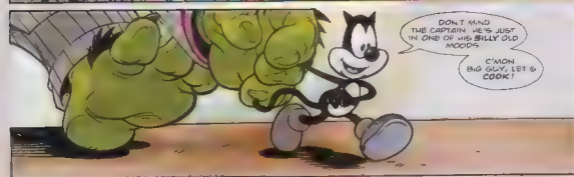
SHOW
ME TO YER GALLEY
CAPTAIN LET'S GRILL
THIS FISH BEFORE IT
STARTS SMELLIN AS
BAD AS PROCTOR
SPECKLE!



HOLD ON!
I THOUGHT YOU
WERE PROCTOR
SPECKLE?

DON'T
CALL ME THAT!
I'M MR FRY YOU
UNDERSTAND
...FRY!
FRY!

PIPE
DOWN MATEY
I DO ALL THE
SHOUTING ON
THIS SHIP



DON'T MIND
THE CAPTAIN HE'S JUST
IN ONE OF HIS SILLY OLD
MOODS

C'MON
BIG GUY, LET'S
COOK!



CRISPY
SHARK STEAKS
GET THEM WHILE
THEY'RE HOT!

I'D BETTER
HAVE THE BIGGEST
PIECE



I APOLOGISE
FOR MAKIN' 'EE WALK
THE PLANK. IF I'D
KNOWN 'EE WAS A
COOK.



DON'T GIVE
IT ANOTHER THOUGHT,
CAPTAIN

IT WAS
SPECKLE WHO
WALKED 'THE PLANK
'AN' I DON'T BLAME
YOU FOR WANTIN'
THAT LITTLE RUNT
DEAD



THE
BOTTLE OF
TRANSFORMING
SERUM BROKE
OPEN WHEN **SPECKLE**
HIT THE WATER.
HE MANAGED TO
DRINK SOME

HAHM
I BE WONDERING
WHAT'S APPENED TO
THE SERUM YOU DIDNT
DR NK?



I THINK
I KNOW THE
ANSWER TO THAT
CAP'N!



Decap Attack

THE LEGEND OF MR CUDDLE BUNNY

SCRIPT
NIGEL KITCHING
& RICHARD RAYNE

ART
NIGEL KITCHING

LETTERING
ELLIE DEVILLE

WHEELS SPINNING WITH
MAD MICK & MOTOBI'S HAS
TURNED UP TO CLAIM THE
HAT OF MR CUDDLE BUNNY

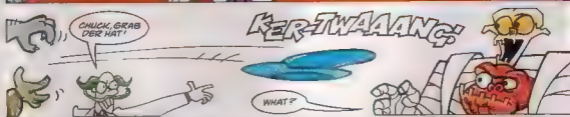
WHEN SUDDENLY THE
RIGHTFUL OWNER APPEARS

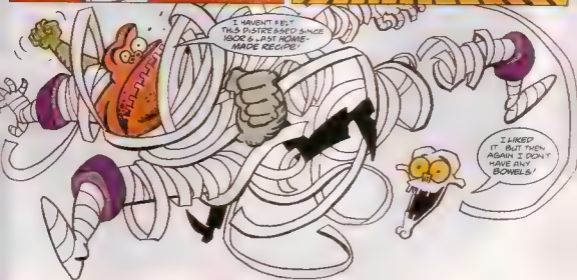
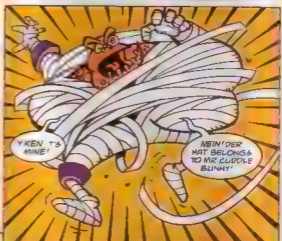
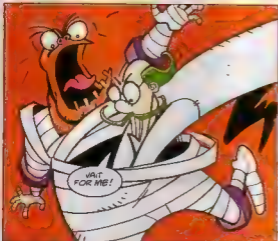
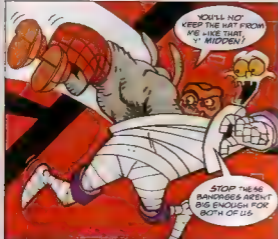
MR CUDDLE
BUNNY

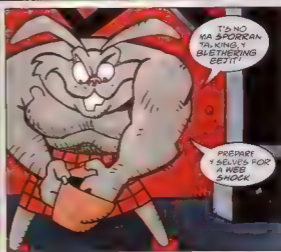
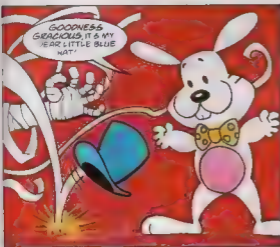
I'VE NEVER KNOWN SUCH
NAUGHTY BEHAVIOUR
I'LL MAKE A NICE CUP
OF COCCA, THEN WE CAN
SIT DOWN AND TALK ABOUT
THIS LIKE SENSIBLE
BUNNIES

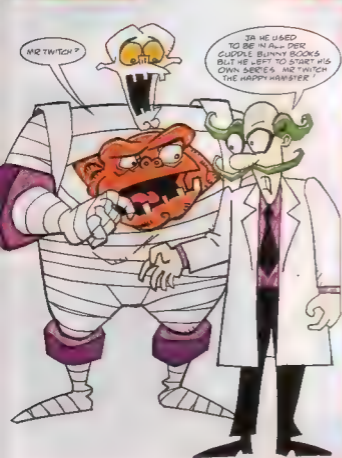
OCH NO
KEEP AWAY I
CANNAE ABIDE THOSE
MILKY DRINKS

STOP HIM!
WHOEVER WEARS DER
HAT NHERITS DER CUDDLE
BUNNY FORTUNE









NEXT ISSUE: "Hats off Mr Cuddle Bunny!"



ZONE

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE Q ZONE QUERIES.

STC WILL LET YOU KNOW WHEN THE Q ZONE IS OPEN FOR HINTS AND TIPS ON OTHER MEGA SEGA GAMES.

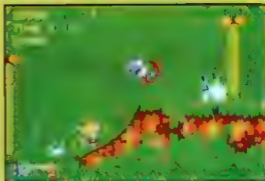
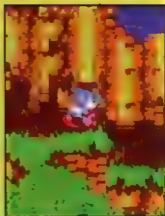
BOOMER ALERT

SONIC THE HEDGEHOG 3 Revisited

MD

THE BOSSES

ANGEL ISLAND ZONE



ACT 1

DOCTOR ROBOTNIK'S FLAME CRAFT

- Robotnik will appear from behind the waterfall at the far right side of the screen. Make Sonic Spin Attack the craft then quickly back off to the far right. Robotnik will drop a bomb on the bridge causing it to collapse. So make sure Sonic isn't standing on it.

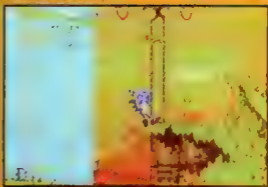
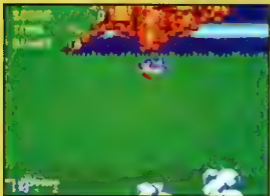




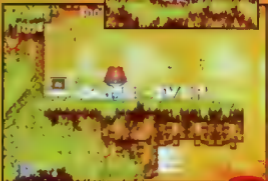
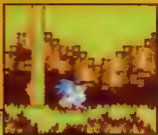
- Robotnik will disappear back into the waterfall and materialise to the far right behind the screen of water. To get him to materialise directly above you, stand approximately four inches from the edge of the ledge at the far right side.

ACT 2 DOCTOR ROBOTNIK'S FLAME CRAFT

- As soon as Robotnik appears, jump up and hit him, quickly go left before he releases a fire bomb, then jump Sonic upper right and hit Robotnik's deadly machine again. Be careful, as he disappears because Sonic could go flying through Robotnik and fall into the waterfall, at the far right.
- He will then move over to the left.
- Once more, move to a position about four inches from the far left side of the ledge and wait. When Robotnik appears, jump up then quickly go right. As soon as he releases another bomb, leap up and left to hit him and when you land, jump to hit him again.



- He will disappear behind the water and go across to the right.
- Again, move Sonic to the right edge and repeat the above mentioned moves. After hitting Robotnik three more times his machine will finally blow up.
- A bridge appears to the right and Sonic's furry friends appear from above in Robotnik's prison chamber which floats down. Hit the bottom of it to release them.
- If you should lose a life and have to restart, ensure you grab the extra life by the Rhinobot on the way back to Robotnik.
- Once Sonic has freed his pals, move him onto the bridge.



Next issue: How to drench those Hydrocity bosses!

THE PLACE: CITADEL ROBOTNIK IN THE METROPOLIS ZONE!
THE TIME: TWO MONTHS AGO, WHEN DOCTOR ROBOTNIK
FIRST HEARD THAT SONIC WAS TRAPPED IN THE SPECIAL
ZONE

NOOOO!
HOW COULD LIFE BE
SO UNFAIR?

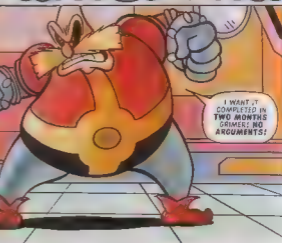
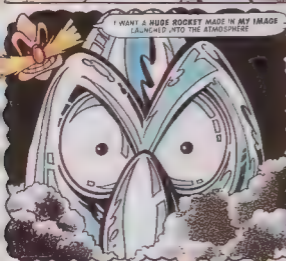
ALWAYS HAVE
THE READER 15 BAD
NEWS TURNED INTO A
BADNIK! TROOPER!
TAKE THE MADKEY
JACKET AWAY

I DON'T UNDERSTAND!
I THOUGHT YOU'D BE
PLEASED THAT SONIC
IS NO LONGER ON
PLANET MOBIUS!

AM PLEASED, BUT ALSO
ANGRY BECAUSE I WASN'T THE
ONE WHO GOT RID OF HIM!

SONIC'S WORLD

WEIRD
CLIPPING



EXACTLY TWO MONTHS LATER

EGGSELENT
GRIMER! PREPARE
TO LAUNCH IT!



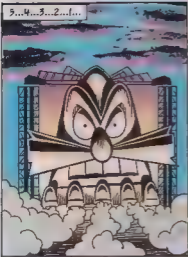
WE MAY
NEED FURTHER
TACTS TO



NO DELAYS!
BEGIN THE
COUNT-DOWN!



5...4...3...2...1...



WE HAVE LIFT OFF!









ON THE BANDWAGON!

Dear Megadroid,

Hope you like my drawing of the Mobian versions of my favourite bands (see below). These include The Smashing Badniks from the Smashing Pumpkins, and Super Spin Attack from Massive Attack.

Chris Newton, Patchway, Bristol.
Sega Mega Hog Tag Winner.



What a hip Boomer you are, Chris (the humes around here are so old they even remember Siouxi and the Badniks!).



**EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!**



ELSON'S COLUMN!

Dear STC,

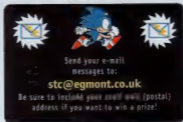
I thought I'd let you know that Amy is my favourite character and Richard Elson is my favourite comic artist. I really admire his drawings which sparked off my interest in comic strips - they have also inspired me to become a comic artist too.

Sara Adamson, Lanarkshire,
Scotland.

Sonic & Knuckles Hog Tag Winner.



You're in danger of making an old man very happy, Sara!



UNEASY RIDERS!

Dear Megadroid,

How much does Segaworld cost and does it have rides for people who get sick easily?
Steven Neale, Loughborough, Leic. MD owner.

Sega Mega Hog Tag Winner.



Entry to the world's largest indoor theme park (see STC 79), will cost £9.00 for you

Steven, and £12.00 for adult-humes. Discounts are available for group bookings of 15 people or more if booked in advance.

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DATA STRIP

I'VE BEEN READING
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MY FAVOURITE ...

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MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.


THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 92

% 

Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.